

MUHAMMED EMİR AYDIN

Computer Engineering Student | AI & Full-Stack Developer | Founder, Nef Ajans

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PROFESSIONAL PROFILE

3rd-year Computer Engineering student and founder-developer with hands-on experience across AI products, full-stack web development, mobile applications, game development, IoT and industrial automation. I focus on taking ideas beyond prototypes: defining the problem, building the product, testing failure states, deploying it, and iterating from real usage. My recent work includes Hit.AI, an AI career assistant with streaming, structured analysis, tool-driven workflows and resilience features, alongside client web delivery through Nef Ajans and field exposure to PLC-based automation.

WHAT SETS ME APART

- Founder-level ownership: I manage both technical delivery and client-facing execution through Nef Ajans, rather than working only on classroom projects.
- AI product depth: I have built real AI-assisted workflows with streaming, structured outputs, tool calling, provider fallback, retry/error states and prompt-injection guardrails.
- Cross-discipline engineering: my project history spans web, mobile, game development, databases, Arduino/IoT and PLC-based industrial systems.
- Execution mindset: I am comfortable moving from implementation to debugging, deployment, production verification and iterative improvement.

WORK EXPERIENCE

Nef Ajans | Founder & Developer | Jan 2026 - Present

- Lead end-to-end delivery of web and digital solutions for client brands, including requirements, implementation, launch and ongoing technical decisions.
- Built the Ada Tarım website from scratch, established its SEO foundations, and delivered the finished site to production.
- Combine software development with operational and client-facing ownership, translating business needs into deployable digital solutions.

SBA Mühendislik | Engineering Intern | Antalya | Jan 2026 - Feb 2026

- Worked on software and hardware optimization processes in PLC-based industrial automation systems.
- Supported field troubleshooting, system malfunction analysis and hardware communication processes in an engineering environment.

EDUCATION

Kütahya Dumlupınar University | B.Sc. Computer Engineering | Sep 2023 - Jun 2027 (Expected)

SELECTED PROJECTS

Hit.AI - AI Career Assistant | Next.js, TypeScript, AI SDK, Groq, Anthropic, Vercel

- Built an AI-powered career assistant with streaming chat, structured job-posting analysis, generative UI and tool-driven workflows.
- Implemented Groq/Anthropic provider selection and fallback, deterministic demo behavior, retry/error handling, slow-response and rate-limit resilience states.
- Built a Job Application Prioritizer Agent that loads candidate evidence from a live server-side data source and returns evidence-based Apply / Maybe / Skip recommendations with confirmed matches, gaps or unknowns, and next actions.
- Added prompt-injection guardrails for untrusted job-posting content and used typed structured outputs instead of unsupported ATS-style scoring claims.

ADDITIONAL PROJECTS

Master of the Sands (Kumların Hakimi) - RPG Game Project | Unity, C#, ElevenLabs API

- Designed a role-playing game with a rich visual experience, cinematic sequences and dynamic animation transitions.
- Integrated an interactive AI voice system using ElevenLabs API so voice interactions can react to changing in-game situations.

Kinetic Energy Conversion System | Arduino, C++, IoT

- Designed a hardware infrastructure and system prototype to convert physical motion in mechanical systems, such as metro turnstiles, into electrical energy for sustainable energy production.

Campus-Social & Youth Network | Flutter, Firebase

- Designed and developed a campus-focused interactive social media mobile application for university students.

Emir's Galaxy - 3D Portfolio | Next.js, React Three Fiber

- Built an interactive, 3D space-themed web portfolio to showcase personal projects through a distinctive visual experience.

University Club Management | C#, .NET, MS SQL Server

- Developed a management system with a relational database architecture to digitalize university club and organizational processes.

TECHNICAL SKILLS

Programming Languages: TypeScript, JavaScript, Python, Dart, C#, C++, SQL, Assembly

Technologies & Frameworks: Next.js, React, Node.js, Flutter, .NET, Unity, Firebase, React Three Fiber

AI & API Work: AI SDK, Groq, Anthropic API, ElevenLabs API, structured outputs, tool calling, REST APIs, AI-assisted product development

Hardware & Systems: Arduino, IoT, PLC, hardware communication, software-hardware troubleshooting

Tools & Practices: Git, GitHub, Vercel, testing, responsive UI, accessibility basics, basic UI/UX, deployment and iterative debugging

TRAININGS & CERTIFICATIONS

- FlyRank AI Internship - General AI Fluency & Front-end AI Engineering (Ongoing, 2026).
- Anthropic Academy - AI Fluency training completed.
- Google Cybersecurity Certificate - Coursera.
- BTK Akademi - Web Development with HTML5, Introduction to AI, C# Programming & SQL with Applications.
- Turkcell Geleceği Yazarlar - Java and C# Certificates of Achievement.

ACHIEVEMENTS

- Inter-High School Scrabble Tournament - 2nd Place.
- Eastern Anatolia Regional Trivia Competition - 3rd Place.
- Eastern Anatolia Article Writing Competition - 52nd Place.

LANGUAGES & ACTIVITIES

Languages: Turkish (Native) | English (B2 - Upper Intermediate) | German (A2 - Elementary)

Interests: Sci-fi series, retro console games, skiing, designing, language learning and exploring new places.

Sports: Volleyball, handball, badminton and skiing training.

Music: Guitar and flute.